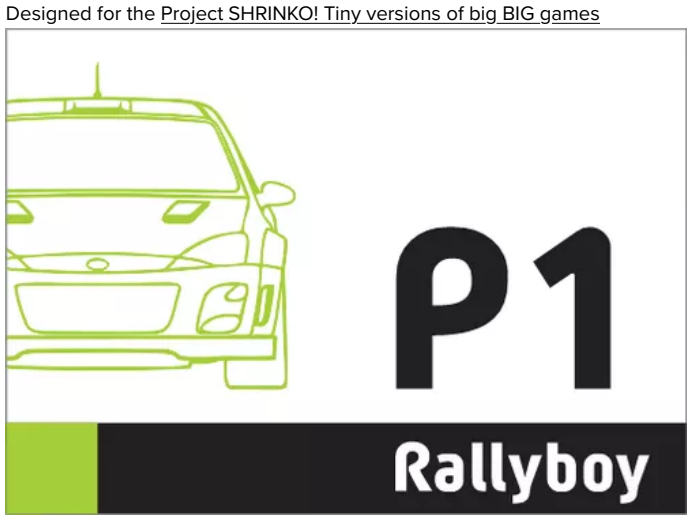
[WIP] Rallyboy [Rallyman Miniaturization on 18 Cards](↦ */thread/2991928/wip-rallyboy-rallyman-miniaturization-18-cards)*

@Raptor1 Designer Dec 20, 2022 (edited)

Rallyboy Rallyman reduction ≈82%

Designed for the Project SHRINKO! Tiny versions of big BIG games



18 Cards:
• 1 Organization.
• 4 Car.
• 4 Time.
• 9 Stage.

40 Components:
• 4 Cubes (8mm, 4 Colors).
• 12 Cubes (8mm, white).
• 9 Dice (d6, 12-15mm).
• 5 Discs (8-10mm).
• 1 Dry erase pen.
• 9 Special Dice of Rallyman (5 gears, 2 gas, 2 gas for dirt). [Or 7 Papercraft Dice].

Download links:
• Game PnP.
• Rules.
• Papercraft Dice.

Designer Comments:

IDEA
I love playing Rallyman, but I don't like the setup and all the movement involved: lots of tokens, cards and boards...
And the Shrinko project seemed like an interesting challenge. So I decided to miniaturize it.

COMPONENTS
I think they are few considering that it is a game for 1 to 4 players and represents the original game plus the Dirt expansion.
The only drawback I find for testers/players is that they need the dice from the original game... Will providing papercraft dice do the trick? Or play with common colored dice that represent the gears and gas?
The other components are very easy to get.

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RALLYBOY Rules

18 CARDS
4 TIME CARDS:
Seconds, Chrono and Gear.

4 CAR CARDS:
Tires, Damage, Auxiliary tire and Sisu.

1 RALLY CARD:
Organization / Loss of Control and Shortcut.

9 SECTOR CARDS:
6 asphalt and 3 dirt / 3 dirt and 6 snow.

40 COMPONENTS

4 cubes 8mm.
Rally car.

4 cubes 8mm.
Seconds (in favor) indicator.

4 cubes 8mm.
Minute indicator.

4 cubes 8mm.
Aux/Sisu indicator.

5 chips 8-10mm.
Dirt on the track.

4 d6 dice 12-15mm.
Last Gear/Seconds indicator.

4 d6 dice 12-15mm.
Tire/Damage Indicator.

1 dice d6 12-15mm.
Event indicator.

9 special Rallyman dice. (Or 7 Papercraft Dice).
Gears and Gas.

1 Pencil (suitable for dry erase).
Results.

DIFFERENCES WITH THE ORIGINAL GAME
Play the same as Rallyman but with the following differences:
- Assemble each stage with 3 or 4 SECTOR cards and record it using the PENCIL on the RALLY card.
- Indicate the chosen tires and damage by moving/modifying the TIRE/DAMAGE DIE on the CAR card.
- Indicate your last gear by modifying the LAST GEAR DIE (6 is gear 0).
- Indicate your part time by moving the LAST GEAR DIE and MINUTE CUBE on the TIME card.
- Indicate the seconds in favor by moving the CUBE OF SECONDS on the TIME card.
- When cutting a curve (K) roll the EVENT DIE and look at the result in SHORTCUT on the RALLY card.
- When you lose control, roll the EVENT DIE and look at the result in LOSS OF CONTROL on the RALLY card.
- Indicate the status of the auxiliary tire and your Sisu capacity by moving the AUX/SISU CUBE on the CAR card.
- Record your time at the end of the stage by checking the TIME card and using the PENCIL on the RALLY card.

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I finally found the list of game components:

318 RALLYMAN COMPONENTS
4 track boards
7 dice
4 cars
4 control panel cards ❌
165 cards
132 tokens
1 race organization pad
1 pencil

14 DIRT EXPANSION COMPONENTS
8 dynamic panels ✅
4 track boards
2 orange gas dice

328 TOTAL COMPONENTS
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318 Rallyman + 14 Dirt - 4 Rallyman control panel cards = 328

Against the 58 of Rallyboy (18 cards + 40 components), it gives me a reduction of **82%!**😮

Slogan:
Rallyman. 110% rallye
Rallyboy. 18% rallyman 😅

Daniel Rodriguez @danrodz Dec 20, 2022

Papercraft dice will do or an explanation on how to use common dice would work also.

John Ricker @Ricker Dec 21, 2022

> **Daniel Rodriguez** @danrodz wrote:
> Papercraft dice will do or an explanation on how to use common dice would work also.

Would be great to make the standard dice work, leaving only the cards and rules to be printed.

MS-06 Zaku II @ah3Dog Dec 21, 2022

Where is the rule?

@Raptor1 Designer Dec 21, 2022 (edited)

> **MS-06 Zaku II** @ah3Dog wrote:
> Where is the rule?

They are the same rules of the original game... The differences are under the main thread.

@Raptor1 Designer Dec 21, 2022 (edited)

> **John Ricker** @Ricker wrote:
> > **Daniel Rodriguez** @danrodz wrote:
> > Papercraft dice will do or an explanation on how to use common dice would work also.
>
> Would be great to make the standard dice work, leaving only the cards and rules to be printed.

To use common dice you must associate the color of the die to a gear:
Red. 1. (6 = !)
Orange. 2. (5-6 = !)
Yellow. 3. (5-6 = !)
Green 4. (5-6 = !)
Blue. 5. (5-6 = !)
White. Gas. (6 = !)
White. Dirt Gas. (5-6 = !)

The 5 and 6 are warnings /!\ (except on the gear die 1 and the gas die. The dirt gas die has warnings on 5 and 6).

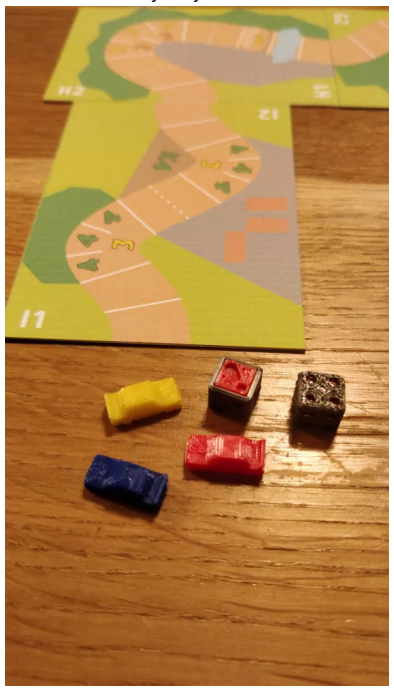
This system lends itself to confusion when indicating your last gear with the LAST GEAR/SECONDS DIE on the TIME card. Also you need dice of many colors (you might have them if you played 1 Car D). That's why I prefer to use the original or papercraft dice.

@Raptor1 Designer Dec 29, 2022 (edited)

Papercraft dice
In case you don't have the Rallyman ones or don't want to take apart the game.
(Gas and Dirt Gas dice are combined to have 2 fewer dice, lowering the number of components to 38).
Link!

Balint Vekerdy @vekerdy Dec 29, 2022

Printed some tiny rally cars and dice for the game!



If anyone is interested I can upload the print files to Thingiverse, just let me know.

John Ricker @Ricker Dec 29, 2022

> **Balint Vekerdy** @vekerdy wrote:
>
> Printed some tiny rally cars and dice for the game!
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Would you please share the .stl files for those?

Balint Vekerdy @vekerdy Dec 29, 2022

John Ricker @Ricker wrote:

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> Printed some tiny rally cars and dice for the game!
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Would you please share the .stl files for those?

Will do on Saturday!

@Raptor1 Designer Dec 29, 2022

> **Balint Vekerdy** @vekerdy wrote:
>
> Printed some tiny rally cars and dice for the game!
>
>
>
> If anyone is interested I can upload the print files to Thingiverse, just let me know.

It looks great! Thanks for sharing the photo and files... 😃

Balint Vekerdy @vekerdy Dec 29, 2022

By the way, just wondering, but it would be possible to create a portable version of Rallyman GT as well, by adding only new cards for a circular race track, right?

@Raptor1 Designer Dec 29, 2022

> **Balint Vekerdy** @vekerdy wrote:
>
> By the way, just wondering, but it would be possible to create a portable version of Rallyman GT as well, by adding only new cards for a circular race track, right?

I haven't played it... So I don't know. 😅

Balint Vekerdy @vekerdy Dec 30, 2022

> **@Raptor1** wrote:
>
> > **Balint Vekerdy** @vekerdy wrote:
> >
> > By the way, just wondering, but it would be possible to create a portable version of Rallyman GT as well, by adding only new cards for a circular race track, right?
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It's pretty similar, but you need a three lane race track and you race against each other rather than against the clock.

Balint Vekerdy @vekerdy Dec 31, 2022

Rally car:

https://www.thingiverse.com/thing:5756577

Dice:

https://www.thingiverse.com/thing:5756569

Have fun printing!